

THE NEW ZEALAND

CHESSPLAYER

Vol. 1—No. 4. WINTER, 1948
PUBLISHED QUARTERLY

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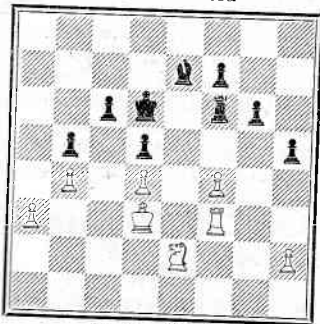
READERS' VIEWS

ADJUDICATION

Sir,—As you are no doubt aware, my game with R. G. Wade in the recent Auckland v. Wellington match for the Bledisloe Cup was adjudicated a draw by the official adjudicators, Messrs. Abbott and Darwin, of the Canterbury Chess Club.

Feeling that this decision was erroneous, I submitted the position of the game at the adjournment (a copy of which I enclose herewith) to Mr. C. J. S. Purdy for his opinion, and the following is an extract from his reply: "...The award is, beyond a shadow of a doubt, a win for Black. As Black is a pawn up and White has no obvious compensation (indeed, White's two central pawns provide Black with useful targets) the onus is on White to show

A. E. Nield



R. G. Wade

a draw. His only chance would be if he could strongly establish his Knight. In all my attempts he fails, or succeeds only at the cost of a second pawn. Black utilises threats to the weak pawns and in some instances takes the King file with effect."

The weaknesses of White's game may be summarised as follows: (1) A pawn minus. (2) Three isolated pawns requiring constant protection. (3) Four pawns fixed on squares of the colour of Black's Bishop. (4) A Knight against a Bishop. This is obviously not one of those comparatively rare cases where a Knight is stronger than a Bishop in the end game. (5) The necessity to avoid an exchange of Rooks whereby Black's Bishop would have wider scope. (6) The King tied to the defence of the central pawns. (7) Lack of any line of effective counteraction by the exploitation of the above defects. These considerations are sufficient to decide the issue in Black's favour.

Mr. Purdy's standing both as a player and adjudicator is so well established throughout Australasia that his finding may safely be taken as authoritative and as finally disposing of the question. It would be interesting, however, as a curiosity, to know the grounds upon which the official adjudicators arrived at their conclusion. In consequence of the official decision, Auckland was deprived of half a point and Wellington was made a present of one. It is a matter of congratulation that the result of the match was not dependent upon the adjudicated result of the game.—Yours, etc., A. E. NIELD.

N.Z. ASSOCIATION

At a meeting of the new management committee it was decided to offer Canterbury the privilege of holding the British Empire Championship as well as the New Zealand Championship during their centennial celebrations. Canterbury has already obtained authority and issued tickets for a large art union for the Centennial Year chess championship. Australia has promised to nominate two players, and D. A. Yanofsky will come from Canada. Britain will be represented and invitations will be sent to South Africa and India. There will be opportunities for visiting masters to visit clubs if so desired. In the event of Canterbury falling in with these plans, the N.Z.C.A. will assist.

A resolution was passed instructing the Rules Revision Committee to incorporate in the new rules provision for inter-provincial and inter-league teams matches as an annual affair. The committee decided to import intermediate size chessmen to the value of £100. On his departure overseas, R. G. Wade was given the status of an official representative N.Z. player and received unanimous good wishes for a successful tour. The new Management Committee of the N.Z.C.A. is comprised of Messrs. J. Morris, A. Johnson, V. Cuff, R. G. Wade, A. T. O'Shaughnessy, A. W. Gyles (secretary), and A. T. Craven (chairman).

Gisborne

The Gisborne Chess Club intends to hold an invitation tournament, to which leading Hawkes Bay and East Coast players will be invited, at Gisborne during the Labour Day week-end. The details have not yet been finalised.

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The Editor

C. J. S. Purdy is a former champion of New Zealand as well as Australia, and present correspondence champion of Australia. He has a world reputation as a chess writer.

THE NEW ZEALAND

CHESSPLAYER

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Vol. 1.—No. 4

WINTER, 1948

Exit Paul Morphy?

When Paul Morphy flashed across the chess firmament it was thought that he was the greatest player the world could ever produce. In him, chess had reached the pinnacle of its development. He played a new kind of chess which baffled the older players and, although greater conceptions have sprung from his original theories, the spirit of his genius still permeates the games of the masters of the present day. His greatness has been perpetuated by giving his name to many variations and defences, but lately there appears to be a tendency to drop Morphy in favour of other great masters who came after him.

When Morphy played 3, P—QR3 in defending the Ruy Lopez, he gave the chess world a new game and this variation was forever afterwards known as the Morphy Defence. The great Steinitz, who added much to what Morphy demonstrated, preferred 3, P—Q3 and went so far as to write a book about it. As a result of this book on the Steinitz Defence, the whole of Europe became P—Q3-minded. The showdown came when, in an important tournament Steinitz played his move against Zukertort and was thoroughly beaten, so much so that in the last game of the tourney, he played 3, P—QR3—and won! P—Q3 was then deferred until the fourth move and became known as the Steinitz Defence Deferred.

To get to the point. We have seen much writing lately of the Steinitz Defence Deferred and the Tchigorin Defence; but as both these defences depend upon 3 P—QR3 as a starting point, it does not appear right that Morphy's name should be dropped. We think the names of these great masters should be perpetuated particularly in the Ruy Lopez, so with that end in view, we propose in future to refer to these variations as the Morphy-Steinitz and the Morphy-Tchigorin defences. Perhaps we can enlist the aid of overseas magazines in this move.

WE'LL TRY ANYTHING ONCE

Readers' attention is drawn to our new feature, "Mate in ? Moves," which is designed to assist the novice but will be of interest to everyone. In this we have experimented with the idea of setting the diagrams so that the reader plays from the bottom of the board in all cases. It has become the custom to always depict the white pieces playing upward, but it is claimed that sight of the board is impaired when the player has black. There is something in this argument and we will welcome readers' opinions.

"CHESSPLAYER" TO CHANGE OVER

It has become apparent that quarterly publication of this magazine is insufficient for us to keep thoroughly in touch with readers and, as there appears to be a persistent demand for more frequent issues we have decided to switch over to publication every two months. This will not take immediate effect because it will be necessary to align our publication dates to work in with important events. Our next issue will therefore be about the middle of November and beginning with February next year we will be out every second month. There will be no difference in the price of single copies but the subscription rate will be proportionately less at 11/- per year (6 issues). You yourself will be doing chess a service if you interest your friends in this magazine and induce them to become subscribers.

F. A. CROWL FOR N.Z.

Our Dunedin correspondent, H. A. McGilvary, informs us that the well-known Australian player, F. A. Crowl, will shortly take up his residence in Dunedin. This is good news for New Zealand, particularly Otago. Crowl ranks sixth in Australia, so his appearance here should do a lot for New Zealand chess.

Henderson Chess Club

meets

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AROUND THE N.Z. CLUBS

DOMINION ROAD

With the idea of getting as much match practice as possible, the Dominion Road Club has four teams playing in the Auckland Chess League competitions this year. This policy has already shown dividends as the standard of play, particularly in grade 3, 4 and 5, has improved immensely. The club's first attempt in the Bledisloe Cup ended in defeat by Auckland 13-7, but the final score does not indicate the keenness of the match. Dominion Road players had clear advantages on four boards at the end of the middle game, but lost them owing to inexperience in the end game. The Junior Championship has resulted in a win for the 15-year-old Jack Bailey. This lad, who only learnt the moves six months ago, completely outstripped the field to win with a clean sheet. As Bailey was the youngest player in the competition, his win was a popular one. Two other boys in this club, Garry Tee and Barry Menzies, 15 and 13 years old respectively, show very exceptional promise, but their studies prevent them playing in competitions just yet. Great things are expected from this trio. The intermediate Championship (18 entries, Swiss System) has just been won by the improving C. N. Shakespear, who scored 5-1. His only loss was by default due to a misunderstanding about dates. This was an interesting tourney with about half a dozen having chances in the penultimate round.

AUCKLAND

The only tournament finished so far is the Intermediate Championship, which resulted in a win for J. James 8 out of 10, G. L. Calnan being second 7-10, and L. W. Neale third 5½-10. The Championship is being played in sections and it has been decided to have a consolation tournament, run on the Swiss System, for those competitors eliminated from the sections. Two matches have been played for the Bledisloe Cup, Auckland winning from Dominion Road 13-7, but losing to Wellington 8-11 and one game not decided. The South Auckland League sent a team on July 31 for a very enjoyable match. Players came from Hamilton, Morrinsville, Cambridge, Waihi, Paeroa and Matamata. The match was won by the Auckland Club, 23½-9½.

HENDERSON

Although owing to its members' inability to travel, the club has been compelled to drop out of the League competitions, Henderson still continues to function enthusiastically. On July 27, A. E. Nield, of Auckland, played a simul of 14 boards scoring 11 wins, 2 draws and 2 losses, H. G. King (draw), R. W. Park and T. Harris were the successful Henderson players. Shortage of time made adjudication necessary in many cases. The supper arrangements were in the capable hands of Mrs. Mullineaux as hostess.

ASHBURTON

The Ashburton Chess Club beat representatives of the Ashburton County Club by 5½ to 4½ in a match on July 29. Details (County names first): T. V. Wilkinson drew with N. E. H. Fulton, D. Robertson beat G. Thomson, H. G. Kemp lost to Mrs. T. Forrest, A. J. Nicoll lost to N. Lamont, A. H. Martin beat G. Copland, H. R. Wilkinson lost to A. J. Hayston, H. M. Copland beat Miss E. Dunn, E. T. C. Newton beat A. C. Renner, C. Moller lost to S. R. Hight, J. M. Bell lost to D. Parr. Less than six months ago there was no organised chess in Ashburton County and it is largely owing to the enthusiasm of Dr. N. E. H. Fulton (President) and Mr. J. G. Thomson (Secretary) of the Ashburton Chess Club that such a match was made possible. Several of the "County" players are farmers and travelled up to 18 miles to take part in this match.

H.B.-E.C. CHESS LEAGUE

The N.Z.C.A.'s latest proposals in regard to its constitution were discussed at a meeting of those attending the congress, and the suggested changes met with general support. After a full discussion the meeting passed a resolution favouring the establishment of a Hawke's Bay-East Coast Chess League—at present there is no recognised organisation in the area—and a committee was set up to prepare definite proposals, which will be placed before the clubs. The committee comprises Messrs. Cook, Fowler, Walker (Gisborne), Frost and O. C. Morris (Woodville). The league's area will be from Woodville in the south to Whakatane in the north.

It was decided that in future the Hawke's Bay-East Coast grading committee would not be needed and in its stead a selection committee was appointed, the members being Messrs. Lynch, Walker, G. Severson and Frost.

OTAGO

The season is in full swing now and progress results are as follows, Championship (18 games each): J. F. Lang 6 wins in 9 games, Lungley 2-2, W. Lang 4-6, Stenhouse 6-8, McGilvary 6-16, McDermott 5½-8, McDermid 1-4, Webb 5-11, Watt 6½-15, Glass 1-7. In the intermediate, A. E. Ward stands best with 12 points out of 16, J. R. J. Cusack has 8-10, and R. Williamson 5-7. There are 14 players in a double round. F. Botting and R. C. Glass lead the juniors with 11½-14, J. F. Lang 7½-10 being next. In this tourney there are 11 players in a double round. J. R. Cusack has been transferred to Wellington and his loss will be felt in the club. He was presented with a set of chessmen by the president on behalf of his clubmates. The Otago club intends conducting classes in the near future, those officiating being J. F. Lang, A. Ward and H. A. McGilvary. Classes will be held on Monday nights at 7 o'clock and it is hoped to gain new recruits to the game.

South Auckland Championship

Special correspondent (E. FENTON)

The first of what is hoped to become an annual event to decide the chess championship of South Auckland was held at Morrinsville over the King's Birthday week-end. Players taking part were E. L. Avery, A. G. Jones, F. Hirst, A. Scott (Hamilton); G. Rosser, J. Hopkins, H. Lewis, A. Gifford, F. Griffiths, J. McGill (Morrinsville); H. R. Hooker, M. Wells, J. Newcombe (Cambridge); B. O. Bjerring, L. Bjerring, W. Crean, C. Dunstan (Waihi); H. Jeffries, R. Roberts, M. Graham, S. Harell (Paeroa); E. F. Tibbitts, Birch, Jackson (Rotorua).

The system of scoring was that known as the Swiss and on the whole, the players were satisfied that any faults were outweighed by its advantages. The winner of the Championship Cup was E. L. Avery, of Hamilton, who secured $5\frac{1}{2}$ points. Next was M. Wells (Cambridge) with 5, but the distinction of runner-up was marred by the fact that, through an oversight, he met the same player twice, easily winning each game. Third place went to H. Jeffries (Waihi) with $4\frac{1}{2}$ points. Two Hamilton players, A. Scott and A. G. Jones, together with B. O. Bjerring (Waihi), tied for fourth place and four others tied for the next honours.

LUKEWARM CHESS

By the TWO WOODCHUCKS

Stodgy! Dull! Uninspired!

Are these the adjectives to describe chess to-day? Yes, we think so. How rare to encounter a game which thrills by its boldness, its pretty chess, its do or die spirit! Instead, tame mathematical computations, 20-move variations where a pawn is won, or White has a slight theoretical advantage!

There is too much talk of soundness of opening play, too much long-winded development, building up of attacks which are never forced home, 60-move end-games with dull shufflings of Rooks and Kings. Where is the spirit of chess? The "mate or be mated" quality of attack? The really disquieting feature is that this dull academic spirit appears to emanate from high circles. Purdy has remarked frequently on the high percentage of draws in New Zealand tourneys. Small wonder when we read R. G. Wade's comment on his drawn cable game with Purdy: "The game was fought out before the first move was played. Once the opening was over, the result was a matter of care." And this from the New Zealand champion! "Oh, the brave music of a distant drum!"

Is there a remedy for spineless, academic play? We venture to think so. Here then is one suggestion which may be of value, especially in high circles which set, or should set, the standard of play. **No points should be awarded for draws.** Every player must then strive for a win, even at the risk of incurring a loss.

Any disadvantages would, in our opinion, be amply offset by the benefits accruing to chess through the encouragement of vigorous play. What is your opinion? Why not write to the Editor?

THE PLAY

An irregular opening by Jackson was just what Hopkins liked and the latter's win was no surprise. Gifford v. Tibbitts was a tough battle for Gifford who, with the choice between a good move and a bad one, chose the latter and was mated a few moves later. Birch suffered a loss through not taking advantage of Crean's early Queen development. Newcombe lost to Avery with a nondescript attack in a Queen's Gambit Declined. In this round a game, Lewis v. Hooker, went 94 moves and then needed adjudication.

In the second round Hooker accepted an Evans against Harell who lost, after failing to perceive that he had won a Bishop. In the meantime, Scott, who by steady play had collected points from B. O. Bjerring and M. Wells, was engaged with a Two Knights' Defence by Crean in the third round. Crean lost a Bishop and gave Scott his third point. Jones also had some luck with a French against Hirst. The latter's attack promised well, but Jones got the point. In the fourth round Tibbitts failed with a Sicilian against Jeffries. One of the highlights was Avery's game against Hopkins who defended the exchange variation of the Ruy Lopez. The game was slow and hard and, when Hopkins had a perpetual check within seconds of time, he refused the draw and was mated simultaneously with the call of time.

An amusing game was that between Wells and L. Bjerring, in which Wells offered a perversion of the Danish Gambit and lost the two gambit pawns and a Bishop! Bjerring retaliated by losing his Queen and Wells delivered the coup de grace 40 moves later.

Scott and Jones, both of Hamilton, were the only three-pointers in the fourth round. In a Two Knights' Defence, Scott gave up two pawns but his increased mobility did not prove compensatory and Jones won on adjudication.

Interest in the fifth round was centred in the three games of the top markers. Jones (4) met Avery ($3\frac{1}{2}$) who played a French Defence. Avery lost a pawn on the 21st but there was nothing in it and the game looked like a draw. Jones, however, made a bad move on the 37th and the point went to Avery. Scott (3) beat Hirst (3) and Wells (3) took the point from Bjerring (3). This left them to enter the final round with Avery $4\frac{1}{2}$, Scott, Jones and Wells, 4 each.

Jones, who was so promising up to the fifth round, met Wells in a catastrophic affair which lasted but seven moves, Jones being mated on the eighth. The decisive game, Avery v. Scott, was not worthy of a contest of this nature. Scott's placing of his Bishop in front of his Queen pawn had nothing to recommend it and the consequent imprisonment of his Queen Bishop was not the least contributory to his defeat. Nevertheless, the game had its bright spots and, with a Bishop up, Avery was given the decision at the adjudication period.

The tournament was terminated by the presentation of the Championship Cup to Avery by the president of the Morrinsville club accompanied by complimentary speeches from all sides.

TWO
The third round
Morrinsville was a
chess tournament
over the King's
Birthday week-end
and was held at
Morrinsville. The
players taking part
were E. L. Avery,
A. G. Jones, F. Hirst,
A. Scott (Hamilton);
G. Rosser, J. Hopkins,
H. Lewis, A. Gifford,
F. Griffiths, J. McGill
(Morrinsville); H. R.
Hooker, M. Wells,
J. Newcombe (Cambridge);
B. O. Bjerring, L. Bjerring,
W. Crean, C. Dunstan
(Waihi); H. Jeffries,
R. Roberts, M. Graham,
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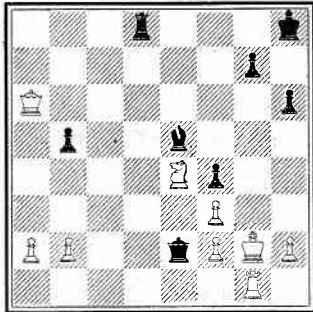


E. L. Avery, winner of the championship.

TWO S. AUCKLAND HIGHLIGHTS

The third round game, Avery v. Hopkins was a Ruy Lopez (Exchange Variation) with White playing 5 P—Q3 and then manoeuvring his Queen Knight via Q2, N3, Q2, B1, and N3 to K4. Black failed to take advantage of this extravagance but played more vigorously when it was too late. After White's 30 K—N2, the following position was reached:

J. H. Hopkins



E. L. Avery

- 30..... R—Q 6
Threatening mate in two moves.
31. Q—B 8 ch K—R 2
32. Q—B 5 ch

Anticipating nothing better than a perpetual check, White accompanied this move with the offer of a draw. It was within seconds of time, and still hoping to win, Black refused the draw and played:

32. P—N 3?

Unfortunate. This move served no useful purpose as White still avoids the mate by checking. A King move was surely indicated.

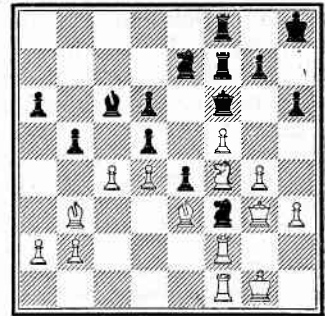
33. Q—B 7 ch B—N 2??
34. N—B 6 ch K—R 1
35. Q—N 8 mate.

P—N3 was bad enough, but B—N2 was fatal.

In round six, Avery again played a Ruy Lopez, this time against A. Scott, who "countered" with what our correspondent calls an irregular defence. 1 P—K4, P—K4; 2 N—KB3, N—QB3; 3 B—N5, B—Q3? This isn't irregular, it's downright suicide. The surprising thing is that White made no attempt to exploit Black's obvious inferiority, but went to some trouble by N—R4 and B5 to play N x B. On move 30,

Black played an excellent move with N—B6 ch but, evidently under some hallucination, then proceeded to sacrifice a Knight for no apparent reason. The position is interesting:

A. Scott



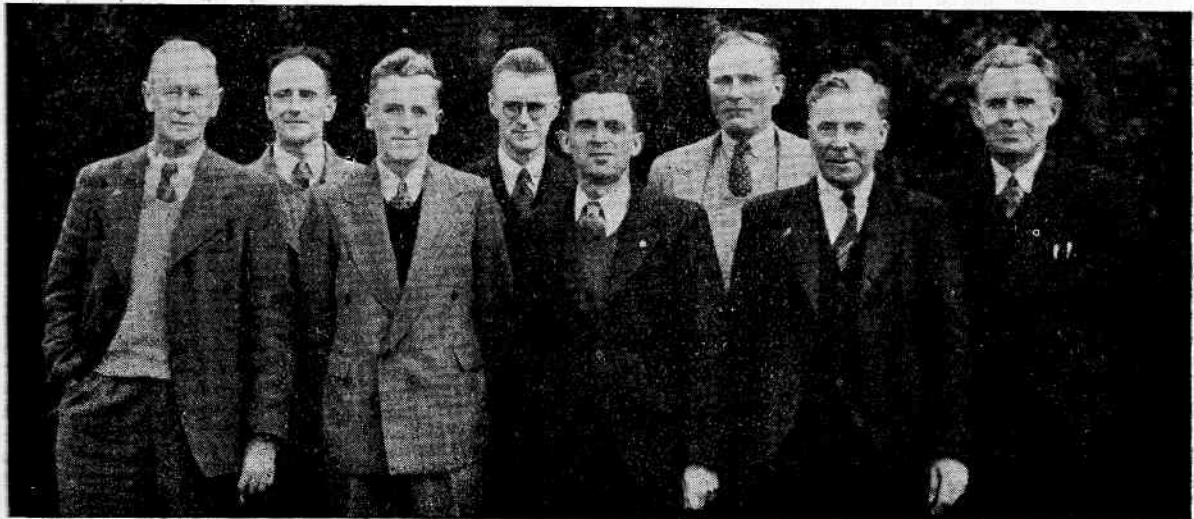
E. L. Avery

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|--------------|--------|
| 31. R x N | N x P? |
| 32. P x N | P x R |
| 33. N—N 6 ch | K—R 2 |
| 34. N x R ch | R x N |
| 35. Q—N 6 ch | Q x Q |
| 36. P x Q ch | K x P |
| 37. B—B 2 ch | K—R 4 |
| 38. K—R 2 | B—Q 2 |
| 39. K—N 3 | B—B 4 |

Adjudicated a win for White.

Further games in our next issue.

NEW ZEALAND v AUSTRALIA



New Zealand's first representative team. From left: J. A. Moir, H. McNabb, J. D. Steele, H. R. Abbott, R. G. Wade, K. Beyer, A. W. Gyles, T. Lepviikman.

Mr. BEGINNER OR Mr. MODERATE

In the following article R. G. Wade, New Zealand Champion, gives a few hints on how best to develop your pieces.

SOME OPENING PRINCIPLES

Only the opposition's violation of opening principles justifies speedy measures to eliminate the one King early in the game. The simple Scholar's Mate of 1 P-K4, P-K4; 2 B-B4, B-B4; 3 Q-B3, P-Q3; 4 Q x P mate, puts all White's eggs in the one basket. If the mating threat is defeated—as it should be—by 3, N-B3, White's Queen occupies the natural square for the Knight and may be harassed by an eventual N-Q5 or B-KN5. The more violent 3 Q-R5 is adequately met by 3, Q-K2 and the Queen retires with the debut of Black's King Knight. In other words, the development of pieces for one express purpose—like a particular mate—that is not decisive in itself, should always lead to retreat and confusion. J. H. Blackburne treated the rash Jerome Gambit in cavalier fashion in the following miniature (J.H.B. is Black): 1 P-K4, P-K4; 2 N-KB3, N-QB3; 3 B-B4, B-B4; 4 B x P ch, K x B; 5 N x P ch, N x N; 6 Q-R5 ch, P-N3!; 7 Q x N, P-Q3; 8 Q x R, Q-R5; 9 O-O, N-B3; 10 P-QB3, N-N5; 11 P-KR3, B x P ch; 12 K-R1, B-B4!; 13 Q x R, Q x P ch; 14 P x Q, B-K5 mate. Note how White's striking force was completely dissipated in endeavouring to capture material that had no bearing on the current run of play.

The mobilisation of resources should be based on preparedness for every eventuality. The pieces have to be placed where they can readily be called upon for any task—or better, where they perform many tasks. If one Knight can nullify the whole of the opposing pieces, the remaining pieces are available to do damage. And where are the pieces best placed? In the centre! Place a Knight on R1 and it may control two squares; on R2 it commands three squares; but from each of 16 central squares, it surveys eight. The Bishop's scale ranges from a possible seven to a dominating thirteen. And from the centre of the board the pieces are available to go to any necessary sector of the board rapidly.

THE CENTRE

That's why the fight for the centre comes in. Post your pieces quickly on squares that command. Just as important—keep the foe from doing the same, or exchange off his better-placed pieces.

If one piece has only one good place to go, while another has a choice, make the necessary move with the former so as to retain the greater option with the latter. This is the basis of the general opening rule of Knights before Bishops.

It must be better to take three moves to place a piece effectively than to bring the pieces off the back row immediately to squares where they are little or no better off. For instance, in the closed variation

of the Sicilian, after 1 P-K4, P-QB4; 2 N-QB3, N-QB3; 3 P-KN3, P-KN3; 4 B-N2, B-N2; 5 KN-K2, Black may play 5, P-Q3 and 6, N-B3, building up a Queen-side attack with an eventual P-QN4; or Black can play 5, P-K2; 6 P-Q3, KN-K2; keeping the Bishop diagonal open and preparing N(B3)-Q5 followed by N(K2)-B3 and the damper P-KB4. In the last example, Black has taken considerable trouble to place the Knights.

A good defence will make success impossible without all the pieces taking an active part in the play. Part of opening planning should be devoted to either making provision for every piece to be mobilised for the purposes of (1) domination of the board, (2) neutralising the opponent's force, or (3) exchange for equivalent or better placed hostile pieces, or to ensure that the pieces will be able to enter play when necessary. The problem of Black's Queen Bishop in the Orthodox Defence to the Queen's Gambit, 1 P-Q4, P-Q4; 2 P-QB4, P-K3; 3 N-QB3, N-KB3 is very real and after 4 B-N5, B-K2; 5 P-K3, O-O; 6 N-B3, the choice lies between Black's forcing P-K4 or playing P-QN3 and B-N2. Tartakover's variation 6, P-KR3; 7 B-R4, P-QN3; really keeps open both plans. If White plays 8 P x P, P x P; 9 B-Q3, then 9, B-K3. The usual method of forcing P-K4 is 6, QN-Q2; 7 R-B1, P-B3; 8 B-Q3, P x P; 9 B x P, N-Q4; 10 B x B, Q x B; 11 O-O, N x N; 12 R x N, P-K4; and eventually the Bishop should emerge. It is not easy and Black runs many risks, including a possibility of allowing an overwhelming concentration of White pieces, or merely a weak isolated Queen Pawn.

THE ROOKS

Rooks have potentially greater power than Bishops and Knights. Provision must be made from the very first to give them living space. The openings 1 P-K4, P-K4; 2 N-KB3, N-QB3; 3 B-B4, B-B4; 4 P-Q3, P-Q3; 5 N-B3, the Giuoco Pianissimo, and 1 P-K4, P-K4; 2 N-KB3, N-QB3; 3 N-B3, N-B3; 4 B-N5, B-N5; 5 O-O, O-O; 6 P-Q3, the Four Knights Game, do not lend themselves to easy introduction of the Rooks. More to the point are 1 P-K4, P-K4; 2 N-KB3, N-QB3; 3 P-Q4, or 3 B-B4, followed by 4 P-B3 and 5 P-Q4; or 3 B-N5, followed eventually by P-B3 and P-Q4. Other openings that provide for Rook play are 1 P-Q4, P-Q4; 2 P-QB4; 1 P-K4, P-K4; 2 N-QB3, N-KB3; 3 B-B4, N-B3; 4 P-Q3, followed by PKB4; and 1 P-K4, P-K4; 2 P-KB4.

THE QUEEN

The Queen should not be placed in a position where it is a target for opposing pieces assuming central positions.

THE PAWNS

Pawn moves should be kept to a minimum. They should be moved to (1) free a piece for action, (2) be a cover for a strongly posted piece and (3) deprive the opponent of good squares for pieces. Later in the game the pawns may form a spearhead of an attack.

B4; 2 N—QB3, N—N2, B—N2; 5 Q3 and 6 . . . , attack with an 5 , P—K3; p diagonal open by N(K2)—B3 example, Black ce the Knights. impossible with- art in the play. be devoted to ee to be mob- mination of the 's force, or (3) placed hostile will be able to blem of Black's ce to the Queen's P—K3; 3 N— r 4 B—N5, B— choice lies be- playing P—QN3 , P—KR3; n both plans. If Q3, then 9 , ing P—K4 is 6 B—Q3, P x P; 1 O—O, N x N; e Bishop should ns many risks, n overwhelming merely a weak

wer than Bishops made from the ce. The openings 3; 3 B—B4, B— e Giuoco Pianis- KB3, N—QB3; 3 5 O—O, O—O; 6 o not lend them- ooks. More to the KB3, N—QB3; 3 P—B3 and 5 P— ly by P—B3 and le for Rook play P—K4, P—K4; B3; 4 P—Q3, fol- K4; 2 P—KB4.

a position where assuming central

a minimum. They ee for action, (2) ee and (3) de- for pieces. Later a spearhead of an

After 1 P—K4, P—K4; 2 N—KB3, N—QB3; 3 B—B4, B—B4; 4 P—B3, P—Q3; 5 P—Q4, P x P; 6 P x P, B—N3; 7 P—KR3, the White centre pawns are strong because Black's minor pieces are deprived of many squares. If these same central pawns need to be defended by the same number of pieces as attack them, their value is considerably lessened. And if the Queen Pawn is advanced to Q5, Black's game may be quite superior.

Blocked pawn positions in the geographical centre may mean that the real centre of play does not coincide with the four natural central squares, or may alter the relative values of the pieces. For instance, Bishops are more valuable generally than Knights in open positions, but not with blocked pawn positions.

Taking advantage of weaknesses is an entirely different subject. This article deals with the building of strengths. Better centre control should allow superior concentration against the opponent's weaknesses.

Never forget that the domination of the chess-board is not an end in itself, but is a step in the subjugation of the opposing King. A badly placed King can nullify every other advantage.

Finally, do not relax for one move the grip on the game, or in effect, on the centre.

Examples of maintaining the centre struggle are:

In the Scotch Opening: 1 P—K4, P—K4; 2 N—KB3, N—QB3; 3 P—Q4, P x P; 4 N x P, N—KB3; 5 N—QB3, B—N5; 6 N x N, NP x N; 7 B—Q3, P—Q4.

In the Giuoco Piano: 1 P—K4, P—K4; 2 N—KB3, N—QB3; 3, B—B4, B—B4; 4 P—B3, N—B3; 5 P—Q4, P x P; 6 P x P, B—N5 ch; 7 N—B3, (or 7 B—Q2, B x B; 8 QN x B, P—Q4); N x KP; 8 O—O, N x N; 9 P x N, P—Q4.

In the Vienna: 1 P—K4, P—K4; 2 N—QB3, N—KB3; 3 B—B4 (3 P—B4, P—Q4), N x P!

A striking example of relaxing the tension is Glucksberg v Najdorf, Warsaw, 1935: 1 P—Q4, P—KB4; 2 P—QB4, N—KB3; 3 N—QB3, P—K3; 4 N—B3, P—Q4; 5 P—K3, P—B3; 6 B—Q3, B—Q3; 7 O—O, O—O; 8 N—K2?, QN—Q2; 9 N—N5?, B x P ch; 10 K—R1, N—N5!; 11 P—B4, Q—K1; 12 P—KN3, Q—R4; 13 K—N2, B—N8!; 14 N x B, Q—R7 ch; 15 K—B3, P—K4!; 16 QP x P, QN x P ch; 17 P x N, N x P ch; 18 K—B4, N—N3 ch; 19 K—B3, P—B5; 20 KP x P, B—N5 ch!; 21 K x B, N—K4 ch; 22 P x N, P—KR4, mate.

AUSTRALIA DRAWS WITH GREAT BRITAIN

The radio match, Australia v. Great Britain, took place on July 17-18 and resulted in a draw, 5 all. It is interesting to note that the first five boards could be called New South Wales v. Great Britain, and here New South Wales won, 3½-1½. The game at board 1 was played over the board in Czechoslovakia because both the British and Australian champions were there. L. Steiner beat H. Golombek. At board 2, C. J. S. Purdy drew with C. H. O'D. Alexander and G. Koshnitsky beat R. J. Broadbent at board 3. C. J. S. Purdy informs us that full details and games will be published in the August issue of "Chess World."

RULES FOR SWISS SYSTEM

We publish the following rules to assist clubs and associations wishing to conduct tournaments using the Swiss System.

1. Each player will be provided with a card containing his number, name, the number of his opponent and the colour he is to play.

2. Make a list of the players graded, as near as possible, in accordance with their strength.

3. In the first round, the top half of the list will be matched against the bottom half with alternate colours on each board. This will bring players more quickly to their proper level than would a blind draw. At the conclusion of each game, the players will return their cards to the Director of Play who will mark them with a win or a loss as the case may be.

4. Unfinished games to be concluded at a special session before the next round is drawn. If time is not available for this, unfinished games may be adjudicated at a certain time, or regarded as drawn for the purpose of the next draw and finished later.

5. After conclusion of the first round, take the cards of all the players with one point and arrange them in two packs, the first for players due for the white men and the second for players due for black. The first pair will then be matched against each other, and so on, the requisite entries being made on the players' cards. The same method will then be applied with those having half a point and those with a nil score. Should there be an odd number in the first group, the last card out will be matched against a player in the next group who is due for a different colour.

6. Succeeding rounds will be treated in the same manner, matching from the leaders down according to the colours due to each player. If it becomes necessary to allot a player the same colour twice in succession, he will naturally be then due for two turns with the opposite colour.

7. Duplication should be avoided, but not at the expense of penalizing a player by matching his rival with a weaker opponent. Exercise care here. It will be seen that duplication can be avoided ninety-nine times out of a hundred without one player gaining an advantage. If not, then it is perfectly logical to match the same players again.

8. The minimum number of rounds will be for eight players, four rounds; 9-16 players, five rounds; 17-32 players, six rounds; 33-64 players, seven rounds; 65-128 players, eight rounds, and so on. If, at the conclusion of the minimum number of rounds, a player has a lead on points, he shall be declared the winner. If two or more players tie for first place, play will continue until one player obtains a lead, or the maximum number of rounds has been played.

9. All ties to be dissolved by the Sonneborne System.

(NOTE: If there is a large entry, say 60, it may be thought desirable to seed the second round as provided for in the first. This will serve to level the players up more quickly, but care must be taken that all matching is done according to the colours due to each player).

WORLD CHESS DIGEST

World Championship CONFINED

Here is a fine game from the 13th round of the recent World Championship. Under the masterly direction of Botvinnik, the Black pieces march into position with economy and precision to confine the White men to a defensive role from which they are unable to extricate themselves. Notes by R. G. Wade.

Game No. 154

SICILIAN DEFENCE

V. Smyslov M. Botvinnik

1. P-K 4 P-Q B 4



Mikhail Botvinnik

2. N-K B 3 N-Q B 3
3. P-Q 4 P x P
4. N x P N-B 3
5. N-Q B 3 P-Q 3
6. B-K N 5

The Richter Attack, designed to evade the Dragon development 6, P-KN3; as 7 B x N leaves Black with a weak QP.

6. . . . P-K 3
7. B-K 2

Rausers Variation is 7 Q-Q2, followed by O-O-O, while the real Richter Attack is 7 N x N, P x N; 8 P-K5, P x P (best is 8, Q-R4!); 9 Q-B3.

7. . . . B-K 2
8. Castles Castles
9. N (Q4)-N 5

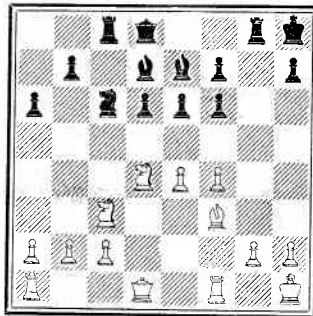
The result of this manoeuvre condemns the White plan of the Richter 6 B-KN5 in conjunction with the ordinary White play of B-K2 and O-O, as the Queen Bishop is better placed at K3.

9. . . . P-Q R 3
10. B x N P x B
11. N-Q 4 K-R 1
12. K-R1 R-K N 1
13. P-B 4 B-Q 2
14. B-B 3

Not 14 P-B5, N-K4.

14. . . . R-Q B 1

Botvinnik



Smyslov

15. N x N
N (Q4)-K2 is better, but

Black's position remains superior because White cannot make progress on the K-side while Black can build up considerable pressure on the other wing.

15. . . . P x N
16. N-K 2 P-Q 4
17. P-B 5

Kotov recommends 17 Q-Q2, followed by P-B4, as best. Black now opens up lines for his two Bishops.

17. . . . Q-B 2
18. P-B 4 P x Q B P
19. Q-Q 4 P-B 4
20. Q x P (B4) B-Q 3
21. P-K N 3 B-N 4
22. Q-B 2 P x P
23. P x P R (B1)-K 1
24. R-B 2 R-K 6
25. B-N 2 Q-K 2
26. N-N 1 B-Q 6
27. Q-Q 2 P-B 5
28. R-B 3 R-K 1
29. R-Q 1 B-B 4
30. P-N 3 R-K 8
31. P x P B x Q B P

In time trouble, Botvinnik misses 31, R x R; 32 Q x R, Q-K8.

32. B-B 1 R x R
33. Q x R R-Q 1
34. Q-B 2 B-Q 4
35. Q-B 3 B-Q 5
36. Q-Q 3 Q-K 6
37. Q x Q B x Q
38. B-N 2 B x R
39. B x B R-Q 7
40. N-K 2 R x P

Time trouble is over.

41. Resigns.

COURAGEOUS

Botvinnik may have played the best games in the recent world championship, but some of the most entertaining were amongst those played by Euwe. His game against Smyslov in the fourth round was outstanding for the courage displayed by the Dutch master. Before almost a thousand spectators, with time running short and his Queen en prise, Euwe embarked upon a combination entailing the

ST

sacrifice of two Knights. Excitement ran high and at the conclusion of the session it was by no means certain that the sacrifice was not sound. Notes by the Editor.

Game No. 155
RUY LOPEZ

- | | |
|------------|------------|
| M. Euwe | V. Smyslov |
| 1. P-K 4 | P-K 4 |
| 2. N-K B 3 | N-Q B 3 |
| 3. B-N 5 | P-Q R 3 |
| 4. B-R 4 | N-B 3 |
| 5. Castles | B-K 2 |
| 6. R-K 1 | P-Q N 4 |
| 7. B-N 3 | Castles |

Allows Black the option of playing the Marshall counter-attack, P-Q4.

- | | |
|------------|-------|
| 8. P-B 3 | P-Q 3 |
| 9. P-K R 3 | |

Opinions of the masters differ greatly concerning the value of this move. The question is whether the pin of the King Knight is sufficiently embarrassing to warrant the loss of a tempo at this stage of the game. We think positional requirements make it necessary, although it is an invitation to Black to try and establish his Knight at KB5.

- | | |
|-------------|----------|
| 9. | QN-Q R 4 |
| 10. B-B 2 | P-B 4 |
| 11. P-Q 4 | Q-B 2 |
| 12. Q N-Q 2 | N-B 3 |

Inviting P-Q5. Pachman played 12 B-N2 against Alexander (Game No. 136) which, not surprisingly, turned out badly. Against Reshevsky, Smyslov played 12 BP x P; 13. P x P, N-B3; 14 N-N3. (Alexander suggested 14 P-B3) but this variation is too fraught with complications to admit of exact analysis.

- | | |
|-------------|-------|
| 13. P x K P | P x P |
| 14. N-B 1 | B-K 3 |

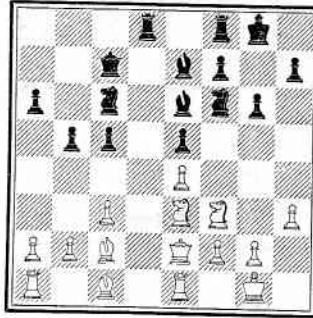
White is threatening to create a strong outpost for the Knight on Q5.

- | | |
|-----------|---------|
| 15. N-K 3 | Q R-Q 1 |
| 16. Q-K 2 | P-N 3 |

Something new has been added.

Up to this stage the game has followed the book, but it is difficult to see what Smyslov had in mind when he played this move. As it leads to a weakening of the King's position, there does not appear to be much to recommend it.

Smyslov



Euwe

Euwe consumed three-quarters of an hour on his next move.

- | | |
|----------------------------------|-------|
| 17. N-N 5 | B-B 1 |
| 18. B-Q 2 | K-N 2 |
| 19. Q R-Q 1 | |
| Still aiming for the Q5 outpost. | |
| 19. | P-R 3 |
| 20. N-B 3 | B-K 3 |
| 21. P-Q R 4 | |

A flash of vigour in a positional skirmish. The pawn defends itself by attacking.

- | | |
|------------|-------|
| 21. | Q-N 1 |
| 22. B-B 1 | R x R |
| 23. R x R | R-Q 1 |
| 24. R x R | B x R |
| 25. P x P | P x P |
| 26. N-Q 5! | |

At last! Black cannot take the Knight without losing.

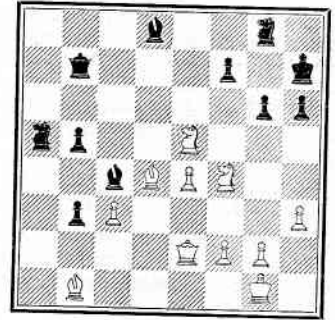
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|-------------|-------|
| 26. | N-N 1 |
| 27. B-K 3 | P-B 5 |
| 28. P-Q N 3 | N-R 4 |
| 29. N x P | P x P |
| 30. B-N 1 | |

White reasons that the isolated passed pawn will not be as strong as his two well posted Knights.

- | | |
|-------------|-------|
| 30. | Q-N 2 |
| 31. B-Q 4 | K-R 2 |
| 32. N-K B 4 | B-B 5 |

It was at this stage that Euwe, with his time running short, embarked upon the combination which had the spectators on their toes.

Smyslov



Euwe

33. N (5) x N P!?

White seems to have a sound game with Q-B3 but Euwe was not the only one to think the text would win. Good or bad, the move required considerable courage.

- | | |
|-------------------|-------|
| 33. | P x N |
| 34. N x P | K x N |
| 35. P-K 5 dis. ch | K-B2 |

The excitement was not yet over, but at this stage there is not much to be said for White. Smyslov was lucky that his pieces "happened" to be just well enough placed to withstand the attack. The game continued:

- | | |
|--------------|----------|
| 36. Q-R 5 ch | K-B 1 |
| 37. P-B 4 | B-N 3 |
| 38. Q-B 5 ch | K-K 2 |
| 39. Q-R 7 ch | K-Q 1 |
| 40. B x B ch | Q x B ch |
| 41. K-R 2 | Q-K 6 |
| 42. Q-B 5 | N-Q B 3 |
| 43. Resigns. | |

It was after this game that Euwe said, "The public and I go well together; I find the strategy and they make the moves."

TICKLISH

Prior to last March, Paul Keres, U.S.S.R. champion, was given a great chance to win the world championship. Not only did Botvinnik demonstrate his right to the title, but both Keres and Reshevsky had to concede second place to the younger Vasily Smyslov. Here is a game played between Keres and Kotov at Parnu last year.—Notes by R. G. Wade.

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SICILIAN DEFENCE

P. Keres A. Kotov

1. P-K 4 P-Q B 4
2. N-K 2

Dr. Tartakover's non-committal move. White can keep in mind the variations arising from 2 N-KB3, N-QB3; 3 P-Q4, or from the close, 2 N-QB3, N-QB3; 3 P-KN3, P-KN3; 4 B-N2, B-N2; 5 KN-K2.

2. P-Q 3
3. P-K N 3 P-Q N 4

Premature. Never embark upon flank attacks when your opponent can induce complications in the centre.

4. B-N 2 B-N 2
5. P-Q 4 P x P

Otherwise 6 P-Q5 would gain White advantage by cramping Black's centre.

6. N x P

Taking advantage of the unguarded Pawn. It was not economical for Black to waste time making two avenues of development for his Q B.

6. P-Q R 3

N-KB3 immediately was stronger.

7. Castles N-K B 3
8. R-K 1

Threatening 9 P-K5, B x B; 10 P x N, B-R6; 11 P x KP, B x P; 12 Q-B3, and 13 P-KN4. Or if 10, B-N2; 11 N-B5.

8. Q-B 2

Black's best was to try and close the game by 8, P-K4; 9 N-B5, P-N3; 10 N-R6.

9. P-Q R 4! P x P

Keres gives if 9, P-N5; 10 P-QB3, opening up the game as quickly as possible.

10. R x P

In his notes in "Chess" Keres gives as an alternative: 10 N-QB3, P-K3; 11 N-Q5!, P x N; 12 P x P ch, K-Q1; 13 B-N5, QN-Q2; 14 R-R3, to obtain a dangerous and apparently decisive attack. However, 10, P-KN3, would be better than P-K3, though White would still be better off as Black has no scope for aggression.

10. Q N-Q 2
11. B-Q 2 N-B 4

12. R-B 4

Still Black gets no time to play P-KN3, B-N2 and O-O. The threat is P-QN4.

12. P-K 4

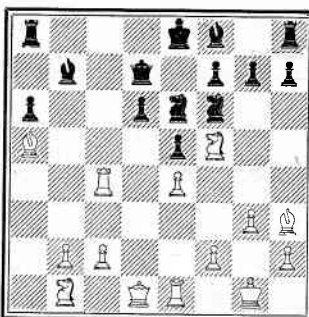
Keres gives 13 P-QN4, P x N; 14 P x N, P x P; 15 P-K5, N-Q4; 16 P-K6, O-O-O; as leading to an "unfathomable melee."

13. N-B 5 Q-Q 2
14. B-R 3

White has to keep an eye on the insecure position of his Rook occasionally.

14. N-K 3
15. B-R 5

Kotov



Keres

15. P-N 3

After 15, Q-N4; 16 R-N4 Q x B; 17 R x B, White has the better of the game because of a superior pawn structure. He would do his best to keep Black's pawn on Q3 to obstruct his Bishop. 15, P-Q4; then 16 R-E7, N x R (16, Q-N4; 17 N-B3, Q x B; 18 R x B, P-Q5; 19 N-Q5, N x N; 20 P x N, Q x P; 21 B-N2, Q-R4; — 21, Q-B4, 22 P-QN4, Q moves; 23 R x KP, 22 B-B6 ch, K-Q1; 23 N x QP, P x N; 24 Q x P ch, wins.—Wade. 17 N x NP ch, B x N; 18 B x Q ch, K x B; 19 P x P wins.—Keres. The advancing Q-side pawns will become too strong. After the text, 16 R-B7, N x R; the continuation N-N7 leaves Black with three pieces for the Queen—a sound proposition as far as Black is concerned.

16. N-K 3 R-Q B 1
17. N-B 3 R x R
18. N x R Q-B 3
19. P-N 3 N-Q B 4?

Loses. But as Keres remarked Black had to cope with great difficulties. If 19, B-K2; 20 B-N, P x B; 21 B-N4, O-O; 22 B x P, wins a pawn for 22, R-Q1 is met by 23 N-Q5, and 23 N-Q5 by 20 N-Q5, N x N; 21 N x KP, P x N; 22 Q x N, P x Q; 23 P x N ch, etc.; or 21

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4; 16 R—N4, white has the because of a e. He would black's pawn Bishop. If 16 R—B7, 4; 17 N—B3, Q5; 19 N— Q x P; 21 ..., Q—B4; 23 R x KP— 23 N x QP!, ins.—Wade), 18 B x Q ch, —Keres. The owns will be r the text, if continuation with three a sound pro- lack is con-
—Q B 1
R x R
Q—B 3
—Q B 4?
es remarked,
h great diffi-
—K2; 20 B x
O—O; 22 B
22 ..., R—
—Q5, and 19
—Q5, N x N;
2 Q x N, P x
; or 21 ...

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ONS

REPORTS.
R. MAX
Y LEAD-

subscrip-
and, S.2.

Q—B4; 22 N—B4, B—K2; 23 B—N2, as when the N on Q4 moves, 24 B—N6 recovers the piece.—Keres.

20. N x K P! Resigns

The Queen is lost. To play over a master game properly and see the ideas in the positions arising, be prepared to take as long as the player over the game. It took me four and a-half hours to prepare this game for you.

MASTERLY

Since the great international tourney at Hastings in 1895, the name of this city has not been allowed to dim. Since the Twenties the Hastings Christmas Congress has become an annual event and the White Rock Pavilion has seen most of the world's best. In latter years the Hastings Club has been unable to meet the terms of the leading masters and their attendance has fallen off. Despite the unrealistic value of the prizes, Lazlo Szabo, of Hungary, entered the last tournament and carried off the first prize easily. Here is his game against the British champion, Harry Golombek; a good example of the winner's style. Notes by R. G. Wade.

Game No. 157

QUEEN'S GAMBIT DECLINED (In Effect)

H. Golombek	L. Szabo
1. P—Q B 4	P—K 3
2. N—Q B 3	P—Q 4
3. P—K 3	N—K B 3
4. N—B 3	B—K 2
5. P—Q 4	Castles
6. B—Q 3	P—B 4

Black's moves are a model example of defence.

7. Castles	B P x P
8. K P x P	P x P

Giving White an isolated pawn, no good for a player susceptible to the finesses of positional play, like Golombek. With the IQP red-blooded action is needed.

9. B x P	Q N—Q 2
10. Q—K 2	N—N 3
11. B—Q 3	Q N—Q 4
12. N—K 4	P—Q N 3
13. R—Q 1	

A mistaken finesse. Necessary was 13 N—K5, B—N2; 14 B—Q2, followed by P—KB4—5.

13.	B—N 2
14. P—Q R 3	N—R 4!
15. P—K N 3	

The threat was 15, N—B5 exchanging White's strong Bishop. The weakness of the white squares is to prove fatal.

15.	R—B 1
16. N—K 5	N (R4)—B 3
17. P—B 3	R—B 2!
18. B—Q 2	N x N!
19. B x N	

Alexander (games editor of the "British Chess Magazine") gives: if 19 P x N, N—N5!

19.	P—B 4
20. B—Q 3	B—K B 3
21. Q—B 2	N—K 2!
22. B—B 3	Q—Q 4!
23. B—K 2	R—Q 1
24. Q R—B 1	P—K N 4!
25. R—B 1	N—N 3
26. Q R—Q 1	K R—Q B 1
27. K R—K 1	P—N 5!
28. Q—K 3	K—N 2

Szabo's position is so superior that he takes his time to guard against the slightest threat and places all his pieces for action. White can only watch.

29. N x N	P x N
30. B—B 1	

A mistake in a rotten position to have anyway.

30.	P x P
31. Q—B 2	

Guarding against P—B7 ch followed by an infiltration along these white squares.

31.	R—K R 1
32. P—R 3	P—K N 4
33. R—Q 2	P—N 5
34. P—K R 4	P—B 5
35. Resigns.	

Nothing to do against B x RP and P—N6.

PURSUIT

There has been no greater name in New Zealand chess than that of Fedor Kelling. A subscription list is now in circulation to enable the N.Z. C.A. to establish a memorial—a worthy object to which every chess player should subscribe. We have often wondered what his reaction would have been to this magazine. In his memory we publish the following gem of a game that delighted him so much. Notes by B. S. Wood.

Game No. 158

CENTRE GAME

G. Kreijik	G. Krobot
1. P—K 4	P—K 4
2. P—Q 4	P x P

3. Q x P N—Q B 3

The opening, quickly freeing White's pieces, would be ideal but for this "biff" of the Queen.

4. Q—K 3 P—K N 3

The fianchetto of the Bishop is too slow for such an open position, and as a good diagonal is open, unnecessary.

5. B—Q 2	B—N 2
6. N—Q B 3	K N—K 2
7. Castles	Castles

Opposite castling frequently leads to furious wing attacks.

8. P—B 4 P—Q R 3

The start of a pawn roll that is dubious however, in view of the backward development. Better was 8, P—Q3 or P—Q4.

9. N—B 3 P—B 4

Bad, as it exposes Black's King.

10. B—B 4 ch	K—R 1
11. N—K N 5	Q—K 1
12. P x P!	R x P

Now the intended N x P is no good because of 13 Q x Q, R x Q; 14 N—B7 ch, winning Rook for Knight.

13. P—K N 4

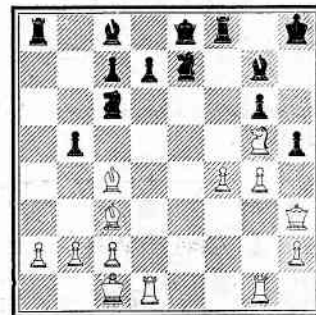
Positionally stronger is 13 N—Q5.

13.	R—B 1
14. Q—R 3	P—R 3
15. K R—N 1	P—N 4
16. N x N P!?	P x N
17. B—B 3	

Threatening Q x P mate.

17. P—R 4?

Krobot



Kreijik

The best defence was 17, N—K N1.

18. R—Q6!!

A Rook is given up to keep Black's Bishop away from the defence and besides, the threat is Q x P ch, followed by mate.

18. P x R
 After 18, P x B; 19 P x P,
 P x P; 20 B x B ch, K x B; 21
 N-B7 ch, Black's King becomes
 an easy prey to White's pieces.
 19. P x P P x P
 20. B x B ch K x B
 21. N-B 7 ch N-N 3
 22. R x N ch

Black's few defending pieces are ruthlessly eliminated.

22. K x R
 23. P-B 5 ch K-B 3
 24. Q-R 4 ch K x P
 25. Q-N 5 ch K-K 5
 26. N x P ch K-Q 5
 27. P-B 3 mate.

NO PEN FRIEND

Here is a 1947 correspondence game from the Soviet Union. Winawer's Variation of the French has had a popular run in the Soviet Union and was solidly recommended by Purdy in "Chess World." Notes by R. G. Wade.

Game No. 159

FRENCH DEFENCE

- D. Golberg V. Bibikov
 1. P-K 4 P-K 3
 2. P-Q 4 P-Q 4
 3. N-Q B 3 B-N 5
 4. P-K 5 P-Q B 4
 5. P-Q R 3 B x N ch
 6. P x B N-K 2
 7. N-B 3 B-Q 2
 8. P-Q R 4 Q-R 4
 9. B-Q 2 P-B 5
 10. P-N 3

(Thus far Lilienthal v. Ragozin, Moscow, 1944.—M.C.O.)

10. B x P!
 11. B-R 3 Q N-B 3
 12. N-N 5?

Better is 12 Castles.

12. B x P!!
 Bibikov



Golberg

13. Q-B 3 Q x R ch
 14. K-K 2 N x Q P ch
 15. P x N B-Q 6 ch
 16. K-K 3 N-B 4 ch
 17. B x N Q-R 6
 18. R-R 1 Q-N 6
 19. B x B Q x B ch
 20. K-B 4 Q x P ch
 21. Resigns.

SICILIAN GONE WRONG

A game from the N.Z. Championship, 1947-48. An error by Stewart allows a steady crush by McNabb. The loser offers a pawn on the 9th move for as good as a lost game, since his position does not benefit. With no good plan available by the 17th, he makes another sally, whereupon McNabb returns the pawn for a dominating position. Notes by A. L. Fletcher.

Game No. 160

SICILIAN DEFENCE (Dragon Variation)

- H. McNabb W. M. Stewart
 1. P-K 4 P-Q B 4
 2. N-K B 3 N-Q B 3
 3. P-Q 4 P x P
 4. N x P N-B 3
 5. N-Q B 3 P-Q 3
 6. B-K 2 P-K N 3
 7. Castles B-N 2
 8. N-N 3 Castles
 9. P-B 3 P-Q 4

It is hard to see what Black hoped to gain by this. Better would have been the obvious 9, B-Q2, followed by R-B1 and N-QR4. "M.C.O." gives 9, B-K3; 10 N-Q5, P-QN4; with even exchanges following, the move played suggests inadequate preparation in the defence.

10. N x P N x N
 11. P x N N-N 5
 12. P-Q B 4 B-B 4
 13. B-Q 2 N-B 7
 14. R-B 1 N-Q 5
 15. B-B 3 N x B ch
 16. Q x N B x B
 17. R x B P-Q N 4

Perhaps Black cannot be blamed for this move, as his game is very poor. However, a better chance seems 17, R-B1 and, P-N3, with a "come and get me" policy. It often happens that a player in a position similar to this will try an immediate aggressive solution to his difficulties, when on the face of it a "stonewall" policy, by avoiding a break-up, would at

least enable him to take any loop-hole later occurring. In the latter case, the opponent might try to run him short of waiting moves. In this the opponent is unsuccessful, then he has failed to force to his advantage what Black in this game has done gratuitously by 17, P-QN4.

18. P-B 5 Q x P
 19. R-Q 1 Q-N 2
 20. N-Q 4

Forcing off the Bishop with advantage.

20. P-Q R 3
 21. N x B P x N
 22. Q-K 5 K R-Q 1
 23. R (B3)-Q 3 R x R
 24. R x R P-K 3
 25. R-Q 6 R-Q B 1
 26. Q-Q 4 Q-K 2
 27. P-B 4 P-B 3

An attempt in the centre, but White handles the situation with ease.

28. P-Q N 4 P-K 4
 29. Q-Q 5 ch K-B 1
 30. R-Q 7 Q-K 1
 31. P-B 6 P x B P

"Three Men In a Boat"—and sunk!

32. K-B 1 P-B 6
 33. Q-Q 6 ch K-N 1
 34. Q-N 3 ch Q-N 3
 35. Q x Q ch P x Q
 36. P-B 7 Resigns.

Very neat.

STEELE GRIP

Here is a game played in a practice match in training for the N.Z. v. Australia match. The exploitation of positional advantages will be of interest to the student. Notes by J. D. Steele.

Game No. 161

SEMI-SLAV DEFENCE

- K. Beyer J. D. Steele
 1. N-KB3 N-KB3
 2. P-Q4 P-Q4
 3. P-QB4 P-K3
 4. N-B3 P-B3
 5. P-K3 QN-Q2
 6. Q-B2

Avoiding the much-discussed Meran variation 6 B-Q3, P x P; 7 B x P, P-QN4; 8 B-Q3, P-QR3; 9 P-K4, P-B4.

6. P-QR3

More usual is 6, B-Q3 when White retains the initiative by 7 P-K4, P x P; 8 N x P, N x N; 9 Q x N, N-B3; 10 Q-B2

ake any loop-
In the latter
might try to
ting moves. If
is unsuccessful
to force to
Black in this
tuitously by

P-B4; 11 B-Q2! because of his Queen-side majority of pawns.

7. P-QR3

The logical move is 7 P-B5!, which cuts across Black's plan, White may then have a shade of advantage because of his extra space on the Queen-side.

7. P x P
8. B x P P-QN4
9. B-K2?

This is inconsistent with his 7th move. The right plan is 9 B-R2!, when White can play for a King-side attack. On K2 the Bishop has no future, and besides takes away the best post of the White Queen.

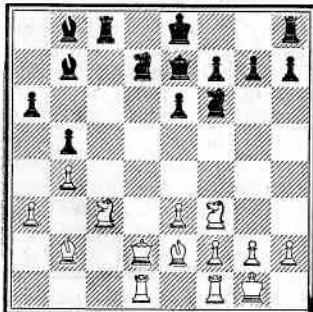
9. P-B4
10. P x P B x P
11. P-QN4 B-Q3
12. B-N2 B-N2
13. R-Q1 Q-K2
14. Castles R-QB1
15. Q-Q2

See the last note. The Queen is not happy here, as Black will eventually play, KR-Q1.

15. B-N1

The position is not nearly as even as it looks at first sight. Four of Black's pieces are better posted than their White counterparts. Can you see which ones, and why?

Steele



Beyer

Black is threatening to take the initiative on both wings, and White must regroup before he can achieve anything.

16. N-Q4

With the object of getting rid of his badly placed Bishop, but this will result in the loss of control of QB4.

16. Castles
17. B-B3 B x B
18. N x B N-N3
19. Q-K2 R-B5

20. R-Q4 KR-B1
21. R x R N x R
22. R-Q1

Offering a pawn in the hope of holding the ending after 22, N x RP; 23 B x N, R x N; 24 B-N2, R-B1; 25 B x N, Q x B; 26 Q-R2.

22. R-Q1

Black declines, preferring to keep White's counter-chances at a minimum.

23. R x R ch Q x R
24. N-Q4 B-K4!
25. N-N1

Virtually forced. Not 25 N-B6?, B x P ch.

25. Q-B2!
26. P-N3 B x N!

Forcing yet another weakness in White's position, for if 26 B x B, N x RP!

27. P x B N-Q4
28. Q-B2 Q-Q3
29. N-B3 N x N
30. Q x N Q-Q4
31. B-B1 Q-K5!
32. P-QR4 P-KR4

Having placed his pieces to the best advantage, Black tries to force more weaknesses in the enemy's camp, this time on the King-side.

33. P-R4

White could not permit 33, P-R5; threatening 34, P-R6.

33. K-R2
34. P x P P x P
35. K-B1 K-N3
36. P-B3?

This allows Black to force a clear-cut win by a rather weird four-move Queen manoeuvre along the White diagonal. White could have kept up a stout resistance by 36 K-N1, when Black's best line is 36, Q-K7; 37 K-N2, N-Q3; 38 B-K3, Q-B5! with a slow win.

36. Q-B4!
37. K-N2 Q-N8!

Threatening 38, Q-R7 ch; 39 K-N1!, Q-K7; 40 B-B4 (White is in zugzwang), N-N7! followed by 41, N-Q6.

38. Q-K1 Q-B7 ch
39. K-R3 Q-Q6!
40. Q-K4 ch

Saves the pawn, but loses rapidly.

40. Q x Q
41. P x Q N-Q3

White's weak pawns are an easy target for Black's Knight

42. P-N4

If 42 P-K5, N-B4; 43 B-N2, N-K6; followed by K-B4-K5.

42. N x P
43. B-B4

The only way to save the pawn temporarily was 43 P x P ch, but White's game is quite hopeless.

43. N-B7 ch
44. K-N3 N x P
45. K-B3 K-B4
46. B-Q6 P-B3
47. B-B7 P-N4
48. P x P P x P
49. Resigns

SAD STORY

The following game will probably be a most important one in the life of young Allan Kwok, of Dunedin. Played in the Major Open at the last N.Z. Congress, it had a large bearing on the result. Notes by H. D. Addis.

Game No. 162

RUY LOPEZ

R. E. Baeyertz A. Kwok

1. P-K4 P-K4
2. N-KB3 N-QB3
3. B-N5 P-QR3
4. B x N QP x B
5. Castles.

Inferior to the usual continuation, P-Q4.

5. B-KN5
6. P-QN3 B-QB4
7. B-N2 P-B3
8. P-B3

Bad. P-Q3 seems best.

8. Q-Q6

To keep White cramped.

9. R-K1

N x KP leads to intricate play in which Black comes out best.

9. R-Q1
10. P-KR3 B-R4
11. Q-K2

N x KP gives White chances; also P-KN4 is better than the move played.

11. Q x Q
12. R x Q B x N
13. P x B R-Q6
14. K-N2 N-K2
15. P-QR4 N-N3

Q x P
Q-N 2

Bishop with ad-

P-Q R 3
P x N
K R-Q 1
R x R
P-K 3
R-Q B 1
Q-K 2
P-B 3

centre, but
situation with

P-K 4
K-B 1
Q-K 1
P x B P

"Boat"—and

P-B 6
K-N 1
Q-N 3
P x Q
Resigns.

GRIP

played in a prac-
for the N.Z.
The exploita-
vantages will
student. Notes

161

DEFENCE

D. Steele
N-KB3
P-Q4
P-K3
P-B3
QN-Q2

uch-discussed
-Q3, P x P;
B-Q3, P-
34.

P-QR3

...., B-Q3;
the initiative
N x P, N x
3; 10 Q-B2,

New Zealand Personalities

H. McNABB

The well-known Nelson player, H. McNabb, began his chess career in 1931 when 16 years of age. Three years later he spent two years in the Nelson Public Hospital with an injured spine and during that period he studied chess seriously. Playing chess in hospital would have been impossible for him had not his brother, F. N. McNabb, made a special board supported on three legs with holes in the centre of each square to hold the pieces in the bottom of which plugs were inserted. Unable to move off his back and allowed only one pillow, he could not have played without this board and set. He was visited often by E. H. Severne, then in Nelson, and his game improved quickly.

He first played in the New Zealand championship in 1936-37, being runner-up equal with J. Bury with H. R. Abbott in first place. Altogether he has played in seven N.Z. championships, only once failing to secure a place amongst the prize-winners. On one occasion he secured a triple, winning the All Wellington championship, Workingmen's Club championship and the Workingmen's Club handicap tourney.

He has twice won the Nelson Club championship once the Wellington

Workingmen's Club championship, twice the All Wellington championship and has three times been runner-up for the New Zealand title. He thinks that his best performance was when he won the All Wellington championship twice in



succession, as on those occasions the field included such players as Allerhand, Wade, Lepviikman, Severne and Gyles. On each occasion he scored 10 out of 11 and the only player to beat him was the late F. K. Kelling.

H. McNabb is probably better now than he has ever been, as some of his games published in this magazine will have shown. One of his congress games will be found in the games pages of this issue.

34. R—QB1 R—B7
Black missed a quick win here with 34 . . . B—N5.

35. R—K2 R—B8 ch
36. R—K1 R—B5
37. K—K2 R—B7 ch
38. K—Q3

Giving up a pawn to free his rooks.

39. . . . R x P
39. R—KR1 R—N7
40. R—R8 ch K—K2
41. R—B1 R—N6 ch
42. K—Q2 B—Q5
43. R—R7 B x P
44. Resigns.

16. K—N3 N—B5
17. R—K1 P—KR4
18. P—KR4 R—R3
A good move, which makes White's game hopeless.

19. R—K3 R—N3 ch
20. K—R2 R—N7 ch
21. K—R1 R x KBP
22. R x R R—B8 ch
23. K—R2 B—N8 ch
24. K—N3

Leaves a mate in two, but K—R1 leaves Black with a won game anyhow.

24. . . . R—B7
25. Resigns.

CONFIDENCE TRICK

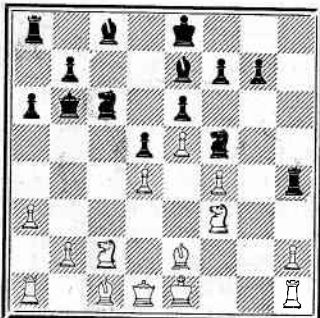
Played in the 1947 Auckland Club Championship. Carl Fisher leads his opponent into exposing his King and then proceeds to gather in the pay-off. White's unsound play leads to one trouble after another. Notes by C. Fisher.

Game No. 163

FRENCH DEFENCE

G. E. Trundle	C. Fisher
1. P—K4	P—K3
2. P—Q4	P—Q4
3. P—K5	P—QB4
4. P—QB3	N—QR3
5. N—B3	Q—N3
6. B—K2	KN—K2
7. N—R3	P—QR3
8. N—B2	P x P
9. P x P	N—B4
10. P—KN4	KN—K2
11. P—QR3	P—KR4
12. P x P	R x P
13. N—N5	R—R5
14. P—B4	N—B4
15. N—B3	B—K2

Fisher



Trundle

A sacrifice played after Spielman's thesis: "If the opponent's King is exposed and your own pieces directed to him, it is safe to offer a sacrifice." The defending

party will not always find the right answers under the limit of time.

16. N x R B x N ch
17. K—B1 QN x QP
18. N x N B—Q2
19. P—R4

Restricting the Bishop.

19. . . . R—B1
20. B—N4 Q x N
21. Q x Q N x Q
22. B—Q1 N—B4
23. B—Q2 R—B5
24. K—N2 R—Q5
25. B—B1 B—K2
26. P—N3 R—Q6
27. B—B2 N—R5 ch
28. K—B2 B—B4 ch
29. K—K2 R—KB6
30. B—Q2

White is trying hard to develop his rooks.

30. . . . R—B7 ch
31. K—Q1 N—B6
32. B—K1 N x B
33. R x N R x BP

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R—B7
ck win here
—B8 ch
R—B5
—B7 ch

to free his

R x P
R—N7
K—K2
—N6 ch
B—Q5
B x P

BLDISLOE CUP

Two rounds of the Bledisloe Cup (club championship of New Zealand) have been played. Auckland defeated Dominion Road in the first round on June 3 by 13 to 7. The second round match, Auckland v. Wellington, was played on July 3, and was won by Wellington, 11-8, with one game to be decided.

DOMINION ROAD v. AUCKLAND

Dominion Road		Auckland	
F. G. McSherry	0	A. E. Neild	1
A. H. Douglas	½	H. D. Addis	½
A. G. Rowland	0	C. P. Belton	1
A. L. Given	0	K. R. Gilmore	1
A. W. Glen	½	G. Sale	½
W. J. Tabb	0	Miss A. R. Hollis	1
H. H. Douglas	0	R. E. Baeyertz	1
E. V. Stack	1	J. A. Barnes	0
W. B. Catton	1	G. E. Trundle	0
D. E. Miller	½	Mrs. E. L. Short	½
K. H. Vernon	1	C. A. Langabeer	0
J. Auckram	0	R. W. Park	1
L. J. Tuttle	½	C. Bailey	½
C. N. Shakespear	0	W. J. Luck	1
C. Utting	0	J. James	1
A. P. Graham	1	J. Crawford	0
J. W. Simmonds	1	R. W. Davy	0
Mrs. E. B. Paddison	0	B. H. Marsick	1
R. V. Whittle	0	D. B. Duggan	1
A. D. Harris	0	J. D. Hanlon	1
	7		13

AUCKLAND v. WELLINGTON

Auckland		Wellington	
A. E. Neild	½	R. G. Wade	½
C. B. Newick	0	J. D. Steele	1
C. J. Taylor	½	A. W. Gyles	½
H. D. Addis	½	K. Beyer	½
C. P. Belton	½	E. H. Severne	½
K. R. Gillmore	½	R. O. Scott	½
A. L. Fletcher	adj.	E. J. Dyer	adj.
G. Sale	½	R. S. Kent	½
Miss A. R. Hollis	0	E. W. Hutchings	1
G. E. Trundle	0	H. J. Fuller	1
J. A. Barnes	½	N. T. Fletcher	½
Dr. E. Meyer	½	A. De Vries	½
R. W. Park	1	J. L. Hardy	0
J. Adkins	½	H. Godtschalk	½
C. Bailey	0	R. A. Godtschalk	1
W. J. Luck	0	O. Thomson	1
J. James	1	W. J. Emery	0
G. L. Calnan	1	Dr. Merrington	0
R. W. Davey	0	W. E. Strange	1
	8		11

OTAGO v. CANTERBURY

Canterbury		Otago	
R. H. Abbott	½	J. F. Lang	½
M. Stewart	0	R. W. Lungley	1
L. J. Darwin	½	W. Lang	½
W. E. Moore	1	W. G. Stenhouse	0
R. J. Colthart	0	S. J. Webb	1
Hughes	1	A. J. McDermott	0
Mrs. H. Abbott	adj.	H. A. McGilvary	adj.
E. Dalton	1	R. McDermid	0
L. J. Moorehouse	½	R. Watt	½

SWISS SWITCHED

Whether or not the Swiss System will be used at the next Congress will come up for discussion at the next meeting of the N.Z. C.A. The Wanganui Club, which will run the event, will move to revert to the old system and its reasons have been embodied in a circular sent to all the clubs in the N.Z.C.A. Here are both sides to the question, presented so that readers will be able to judge for themselves.

SWISS SYSTEM AS A MEANS OF GRADING

By E. H. SEVERNE

The present short article deals almost entirely with only one aspect of the Swiss System, but an important one, viz., whether it is in itself a satisfactory means of grading players for redistribution into groups such as Major Open, First Class, etc. It may be stated first that the system as used in America is in the nature of a straight-out tourney to get the winners with no idea of grading.

At the 1947 December meeting of the N.Z.C.A. it was suggested to use this system to grade all the competitors below championship status (who were chosen by the selection committee) and great promises were made for its success in this connection. Let us examine how it worked. There were 26 competitors in the Swiss System and five rounds were played. The scores were 5 points, 4½, three with 1½ and four with 1 point. We note first that a system that was to distinguish between players so that they could be easily grouped into classes, ended by producing 26 ties out of 28 players. This is probably easily a record for New Zealand. But it is not what the system was brought in to do. It is clear that the Swiss System itself could not separate players into the required three classes. The Major Open was to comprise the first eight players, but the eighth player on the list came exactly in the middle of a sextuple tie! And there could have been a somewhat similar difficulty with regard to the beginning and ending of the first-class tourney.

There was provision for breaking ties by three additional means (a) by eliminating players who had a clubmate already qualified, (b) by using the Sonneborne System and (c) by lot. By using these means, some competitors who tied got into a higher class and others into a lower one.

J. H. Wooley	½	J. K. L. Webling	½
E. J. Denys	0	R. E. Williamson	1
N. Friberg	½	R. C. Glass	½
F. Vincent	0	J. R. J. Cusack	1
Mrs. A. J. Golding	0	A. C. Twose	1
S. Hollander	1	A. E. B. Ward	0
M. Foord	0	A. Kwok	1
A. S. Hollander	0	C. Aherne	1
Miss A. Willard-King	0	L. D. Coombs	1
F. Newsome	0	J. J. Marlow	1
O. Collins	0	F. Botting	1
	6½		12½

Games in our next issue.

There is no internal evidence that leads us to think that the Swiss System was ever intended to be used as a grading instrument; on the contrary, commonsense insists that a system that attempts to classify a large number of players in a few rounds must lead to a large number of ties and close proximity of the contestants and therefore must be quite unsuitable for classifying. This it has been the writer's purpose to show by the actual example of the system's use in the last Congress. As a necessary consequence of the time spent—not far short of half the total playing time—the Major Open, a most important part of the Congress, was cut down from 12 to 8. Do our chess administrators regard this as desirable? Would they tolerate this happening to the Championship? and if not, why then to the Major Open? Let clubs and sub-associations by all means have straightout Swiss System tournaments if they so desire; but keep them out of Congress, and particularly keep out this modified system which does not classify in any real sense.

ANOTHER VIEW

Readers will be aware that this magazine was the first in the Southern Hemisphere to advocate the Swiss System and that we have extolled its virtues from time to time. It is, therefore, hardly to be expected that we will be found in full agreement with either Mr. Severne or the Wanganui Chess Club.

It must be noted that Mr. Severne does not condemn the Swiss System, merely its application as a means of selection or grading; and with many of his points we are in complete agreement. We strongly supported the use of the system at the last Congress because we believed that half a loaf was better than no bread; and up to the present no adverse comment has been passed upon it, rather the reverse in fact.

Wanganui's objections follow generally the lines of Mr. Severne's article. They say also that there is plenty of time for the full 11 rounds, that the Swiss does not "fairly place players in true order of merit" and experience shows that a fair distribution of colours is impossible.

We do not agree that there is plenty of time available for 11 rounds to be played as (with adjourned games) some players may have up to 22 sessions to play. Congress should be a chess contest, not an endurance test. Wanganui is wide of the mark with its last two objections, for experience has shown just the opposite to what the club claims. Colour is more equitably distributed under the Swiss

than in any other system; it is the incidence of colour that determines the draw, as will be seen by a perusal of our rules elsewhere in this issue. Moreover, the top players receive an even distribution amongst themselves, an effect that no other system has been able to achieve without penalty to the weaker players.

WHY NOT THIS?

In the following statement, Alec Rowland, secretary of the Dominion Road club, gives his club's views on the question.

We have given the system a thorough investigation, both in theory and practice, not to bolster up our own original contentions, but in order to find a workable method that will accommodate large numbers of competitors and thereby eliminate the necessity for limiting the entry for any important event. We do not believe there is a person, or any group of persons, capable of correctly assessing the form of intending players when they are drawn from all parts of the country. We maintain that any player who thinks himself good enough should have the opportunity to prove his fitness to contest the N.Z. Championship without having his name submitted to a selection board that knows next to nothing about his form. For that reason, and to try and bridge the gap between differing opinions throughout the country, we suggest the following method for running events of this description.

(1) The whole tournament to be run under the Swiss System.

(2) Entrants to be divided into sections of 12 according to their rating as demonstrated at previous congresses and other contests. Thus the first section would contain the supposed 12 best players. Wade being at the top with Lepviikman second, and so on.

(3) Sections to be known as Grade 1, 2, 3, etc. Fancy names, such as Major Open, First Class and Second Class are misleading and unnecessary.

(4) After the required number of rounds have been played, the player with the highest points will be N.Z. Champion and the player with the highest points of each section will be the winner of that section wherever he finishes. A player in Grade 2 for instance, would be eligible for the Championship and the Grade 2 prize, but not the Grade 1 prize. By this means, a player graded in any of the lower sections will have the opportunity to prove that he should be in a higher group.

(5) All ties to be broken by the Sonneborne System.

Mate in ? Moves

SOLUTIONS

No. 1: 1 , Q x N ch; 2 K x Q, R—N7 ch; 3 K—K1, N(K4)—B6 mate.

No. 2: 1 , Q—N4 ch; 2 P x Q, B—B7 mate (2 Q x Q, N—K7 mate.)

No. 3: 1 , N—B8 dbl. ch; 2 K—R1, Q—R7 ch; 3 N x Q, N—N6 mate.

No. 4: 1 N—K8 dis. ch, K—R1; 2 R—B8 ch, N—N1; 3 N—B7 mate.

No. 5: 1 Q—R5, N—B3; 2 P x R ch, K—B1; 3 Q—R8 ch, K x P; 4 R x P mate.

No. 6: 1 Q x P ch, K x Q; 2 B—B3 mate.

No. 7: 1 , R—K7 ch; 2 Q x R, N—Q6 mate.

No. 8: 1 , R—B8 ch; 2 K x R, Q—R8 mate; (2 Q x R, Q—E7 mate).

No. 9: 1 , R—R8 ch; 2 N x R, B—R7 ch; 3 K x B, R—R1 ch; 4 K—N3, N—B4 ch; 5 K moves, R—R5 mate.



No. 18—A. E. E.



No. 19—A. E. E.

Solution

No. 1. Key 1—
1. Q—N4 ch;
2. K x Q, R—N7 ch;
3. K—K1, N(K4)—B6 mate.

No. 2. Key 2—
1. Q—N4 ch;
2. P x Q, B—B7 mate.
(2. Q x Q, N—K7 mate.)

No. 3. Key 3—
1. N—B8 dbl. ch;
2. K—R1, Q—R7 ch;
3. N x Q, N—N6 mate.

No. 4. Key 4—
1. N—K8 dis. ch, K—R1;
2. R—B8 ch, N—N1;
3. N—B7 mate.

No. 5. Key 5—
1. Q—R5, N—B3;
2. P x R ch, K—B1;
3. Q—R8 ch, K x P;
4. R x P mate.

No. 6. Key 6—
1. Q x P ch, K x Q;
2. B—B3 mate.

No. 7. Key 7—
1. R—K7 ch;
2. Q x R, N—Q6 mate.

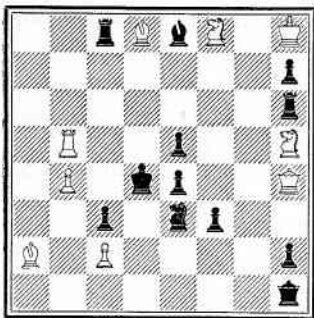
No. 8. Key 8—
1. R—B8 ch;
2. K x R, Q—R8 mate;
(2. Q x R, Q—E7 mate.)

No. 9. Key 9—
1. R—R8 ch;
2. N x R, B—R7 ch;
3. K x B, R—R1 ch;
4. K—N3, N—B4 ch;
5. K moves, R—R5 mate.

PROBLEM SECTION

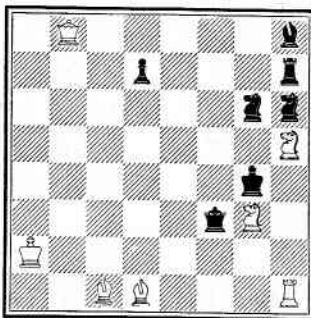
PROBLEM EDITOR: Mr. J. Adkins, Hauraki Street, Birkenhead, Auckland, N.5.

No. 16—A. K. Elworthy.



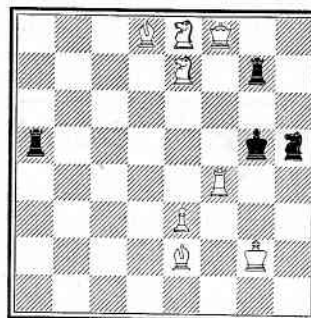
White to move and mate in two.

No. 17—P. H. Barron.



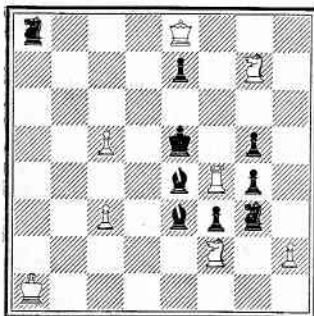
White to move and mate in two.

No. 18—G. P. Bowell.



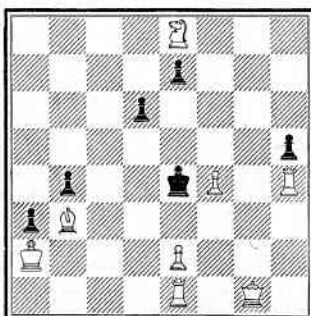
White to move and mate in two.

No. 19—A. Ulander.



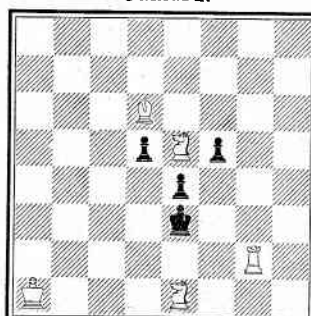
White to move and mate in three.

No. 20—Unknown.



White to move and mate in two.

No. 21, —Mrs. W. M. Walker, Oamaru.



White to move and mate in two.

Solutions To Last Issue

No. 7. Key N—N 4.

1 ... K—Q3; 2 Q x QBP ch, K x Q; 3 N—N5. 1 ... R x B; 2 Q x KBP ch, K x Q; 3 N—Q3. 1 ... other; 2 N(N4)—B6 ch, K—Q3; 3 Q—R3.

No. 8. Key Q—R8.

1 ... any; Q, R, B or N mates.

No. 9. Key B—R7.

1 ... N x R; 2 Q—N1, QN any; 3 Q—N7. 2 ... KN any, 3 Q—R1; 2 ... K—B3; 3 Q—K4. 1 ... N—N5; 2 K—N1, any; 3 Q—R1. 1 ... N x BP; 2 R—B5 ch, K—Q5; 3 N—B2. 1 ... QN any; 2 Q x N ch, etc. 1 ... N—K8; 2 R x N, etc.

No. 10. Key B—K1.

1 ... any; 2, Q, R, B, or P mates.

No. 11. Key P x P e.p.

1 ... K x B; 2 P—R7 ch, K—R1; 3 P—N7. 2 ... K x N; 3 P = Q.

No. 12. Key N—K5

1 ... Q x QP ch; 2 K—R5. 1 ... K x N; 2 Q—K3 ch. 1 ... Q x NP; 2 Q—B2 ch.

No. 13. Key P—B4.

1 ... N x P; 2 N—N3 ch, K—K5; 3 B x N. 2 ... N x N; 3 R—Q4. 1 ... Q x B; 2 R—Q4 ch, N x R; 3 N—N3. 1 ... Q—R1; (Q—N1, N2; P—B4; N—QN3; B—B2, K8); 2 R—K6 ch, any; 3 N—Q6. 1 ... other; 2 R—Q4 ch.

No. 14. Key Q—R7.

1 ... K x R; 2 B—B4. 1 ... B x R; 2 Q—R1. 1 ... N—Q2; 2 R—K6. 1 ... N—K3; 2 R x N.

1 ... B—B2; 2 N x B. 1 ... other; 2 Q x P.

No. 15. Key P—N4.

1 ... K—B2; 2 Q—Q5, K—B1; 3 B—K5. 2 ... K—N1; 3 Q—B6. 1 ... K—K2; 2 Q—Q5, K—B1; 3 Q—K6. 2 ... K—K1; 3 B—B5. 1 ... K—B3; 2 Q—B7, K—Q3; 3 P—N5. 1 ... K—Q3, 2 Q—B7, K—B3; 3 Q—K7.

Correct solutions were sent in by W. S. King, Christchurch (all); E. A. Le Petit, Invercargill (all); R. G. Wade, Wellington (8, 10, 11, 12, 13, 14, 15); A. D. Harris, Auckland (8, 11).

COOKED.—Problem No. 8 contained a cook which we failed to notice before printing. The move is N—B3 ch and was detected by W. S. King and A. D. Harris.

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TROPHY TOURNEY RESULTS

As stated in our last issue, D. I. Lynch carried off the N.Z. Correspondence Championship, 1947-48. Below are the full scores of the main events:

CHAMPIONSHIP

	1	2	3	4	5	6	7	8	9	10	11	T	T'
1 D. I. Lynch	* ½	1	1	1	1	1	1	1	1	1	1	9½
2 E. F. Tibbitts	½	* ½	½	1	1	1	0	1	1	½	1	7
3 J. A. Cunningham	0	½	* ½	1	½	1	½	1	½	1	1	6½
4 R. W. Lungley	0	½	½	* 1	½	1	½	1	1	1	1	6½
5 F. H. Grant	0	0	0	0	* ½	1	1	1	1	½	1	5
6 C. B. Newick	0	0	½	1	½	* ½	0	1	½	1	1	5
7 E. R. Broom	0	1	0	0	0	½	* 1	½	0	1	1	4
8 R. W. Park	0	0	½	0	1	0	* 0	1	1	1	1	4
9 K. W. Campbell	0	0	0	0	0	0	½	1	* 1	½	1	3
10 S. Smith	0	½	½	0	½	½	1	0	0	* 0	0	3
11 F. A. Mintoft	0	0	0	0	0	0	0	0	0	½	1	1½

Class 1.B.—E. J. Byrne 10, E. C. Cole 9, T. G. Paterson 8½, E. A. Le Petit 7, D. Robertson 7, N. T. Fletcher 6½, G. A. Jones 6, W. E. Moore 6, Dr. N. E. H. Fulton 5½, G. H. Atkinson 4, J. H. Boyd 4, W. H. Dick 3, Rev. C. G. Flood 1.

Class 1.C.—R. W. Smith 8½, H. G. King (83.33%) 8, G. Severinsen (8.073%) 8, T. H. Hooper 7½, H. A. McGilvary 6, Miss A. R. Hollis 5, H. J. Toye 5, K. Fischer 4½, W. A. R. Oakley 3½, E. C. Miller 3, A. J. Ratliff 3, G. B. Goffin 2, Dr. D. D. Lyness withdrew. (Donnerberne placings in brackets).

Class 2.—Rev. E. R. Wright 8½, L. A. Jones 8, J. D. McKenzie 7, G. H. Gant 6½, F. W. Styles 6, L. E. Cook 5½, F. W. Keam 5½, P. Eades 4, J. Morris 3½, H. E. Carter 3, N. J. Easterbrook 2½.

Class 3.—E. V. Stack (90.55%) 10, A. W. Sims (89.09%) 10, H. T. Francis 6½, J. J. Orbell 6½, H. W. Wilkins 6, E. G. A. Frost 5½, Miss F. Collinson 5½, A. P. A. Mathieson 4½, E. E. Paul 4½, E. N. Muir 4½, L. W. Nabbs 3½, F. W. Jessett 3, Miss K. Wilkinson 3.

Class 4.—A. G. Jones 8½, A. N. Hignett 7, P. H. Hardiman 6, F. J. Remetis 6, Dr. W. A. Johnston 6, J. M. Bailey 5, N. C. Dick 5, W. C. McCombie 3½, S. R. Morris 3½, G. S. Smith 2½, A. E. Hartnell 2.

Class 5.—W. Neilson 7½, T. A. Vincent 6, E. W. Chrisp 6, R. Whitley 4½, G. Welford 4½, P. J. Mahan 4, D. U. White 4, T. R. Fenwick 2½, V. L. Meikle 2½, E. Stanley 2.

BRILLIANCY AWARD

The open Brilliancy attracted 13 entries and was won by E. R. Broom, for his game against F. A. Mintoft in the championship. F. H. Grant (v. R. W. Park) was runner-up.

BEST RECOVERY

There were 10 entries for the Best Recovery Award, the winner being G. L. Calnan with R. W. Smith runner-up.

HANDICAP TOURNEY, 1947-48

3rd AND FINAL REPORT

E. C. Miller beat J. W. Collins, McKenzie, R. Severinsen 2, Luck 1½, H. Jeffries, Gilbert 2, Mitchell McAdam 1½, drew Fulton 2, H. Jeffries. Chrisp beat Fenwick, Meikle, Mahoney 2, Wallace 2, drew Remetis. A. W. Jeffries beat Welford 2. Wing beat Meikle 2. Gant beat Oakley, Collinson 1½, Mahoney 2. J. A. Jackson beat Wing, Mrs. Walker, Wallace 2. Graham beat Harrison-Wilkie, Welford, Wallace 2. Oakley beat Remetis, Gant, Mitchell, Collinson 2, Young drew James 2. Fenwick beat Chrisp, Welford, Dickie drew Rogers. Honore beat Mrs. Walker, J. W. Collins, Oakley 1½, Wilkinson. F. L. Collins beat Welford 2, O'Malley, Mrs. Cook. McAdam beat McKenzie, Stack, Flood 2. Mrs. Walker beat Welford 2, Chrisp, Dickie 1½, Jackson 2, Young 2. Dougherty beat Rogers. Luck beat Adkins 2, Woodfield. Remetis beat Henderson 2, Jessett, Mrs. Cook, Banks, Griffiths, Muir. McKay beat Wing, Meikle. L. A. Jones beat Jessett, Young 2, Honore 2. Jessett beat L. A. Jones. F. L. Collins. Dickie beat Muir 2, Welford 2, Fenwick, Chrisp 2, Remetis. A. G. Jones beat Jackson, Chrisp 2, Banks, Dougherty 1½, Duggan. Mrs. Walker 1½. Duggan beat Henderson 2, W. E. Walker, J. W. Collins, A. G. Jones. J. W. Collins beat Honore, Miller, McClellan 4, Hardiman, Gilbert 2. Traves beat Mitchell, McAdam 2, Oakley 1½, G. G. Jones 2. Calnan beat Frost 2, A. Smith. Hawke beat Mahoney 2. Frost beat Hardiman, Mahoney, drew A. G. Jones 2, Fenwick 2. Banks beat Jackson 2, Frost 1½, Mahoney, A. W. Jeffries, drew A. G. Jones. Bailey beat Chrisp, Wallace, Collins 2. Beamish beat Flood 2, Fletcher 2, Morris 2, Miller 2, McKenzie 2, Oakley 2. Adkins beat J. W. Collins 2, Fulton 1½.

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...cent 6, E. W. ... 4 1/2, P. J. Mee- ... wick 2 1/2, V. L. ...

Best Recovery ... man with R. W.

..., 1947-48

...McKenzie, R. Sev- ... erd 2, Mitchell, ... ies. Chrisp beat ... e 2, drew Reme- ... ing beat Meikle ... Mahoney 2, J. A. ... allace 2, Graham ... allace 2, Oakley ... inson 2, Young, ... Welford, Dickie, ... lker, J. W. Col- ... ollins beat Wel- ... am beat McKen- ... beat Welford 2, ... g 2, Dougherty ... Woodfield. Reme- ... s. Cook, Banks, ... Meikle. L. A. ... e 2, Jessett beat ... at Muir 2, Wel- ... A. G. Jones beat ... rty 1 1/2, Duggan, ... erson 2, W. M. ... W. Collins beat ... iman, Gilbert 2. ... Oakley 1 1/2, G. O. ... ith. Hawke beat ... Mahoney, drew A. ... Jackson 2, Frost ... w A. G. Jones. ... 2, Beamish beat ... r 2, McKenzie 2, ... ins 2, Fulton 1 1/2,

etary: ... tshalk, 62 ... Rongatai. ... 16-552

Stack. A. Smith beat Graham. H. Jeffries beat Rat-
liffe, L. A. Jones 2, drew Muir. Miss Wilkinson beat
Honore. McKenzie beat Frost. Walker beat G. O.
Jones. McClellan beat Welford 2, Neale 1 1/2. Neale
beat G. O. Jones 2, Jessett 2. O'Malley beat Welford,
F. L. Collins, Jackson. Hardiman beat Frost, Neilson
2. Morris beat Miller 2, R. Severinsen. Fulton beat
Luck, Flood 2. Young beat J. W. Collins, Wilkinson.
Harrison-Wilkie beat Chrisp. R. Severinsen beat Mc-
Kenzie, Stack, Adkins 1 1/2, drew Oakley 2. Fletcher
beat Miller 1 1/2, Flood 2. Wing beat A. W. Jeffries.
Welford beat Graham, Wallace, Mahoney. Mahoney
beat Welford, Banks. Mitchell beat Flood 2, Miller,
drew Oakley. S. Severinsen beat Welford 2. Wood-
field beat A. G. Jones 1 1/2, Banks, Gilbert. Rogers
beat Welford 2. Miss Collinson beat Mahoney 2.
Dick beat Wallace. Thorne beat Welford 2. G. H.

Hignett beat Dougherty 1 1/2, Oakley, Mitchell. Grif-
fiths beat Remetis. Meikle beat Wallace 2, Dick 1 1/2.
Stack beat R. Severinsen. Mrs. Cook beat Dough-
erty 2. P. D. Taylor beat Dick 1 1/2.

FINAL RESULTS

Following is the final result of the Handicap
Tourney:

	Won	Drawn	Lost	Final pts
1. F. Beamish	12	0	0	6.26
2. G. L. Calnan	17	0	1	6.2
3. N. S. Traves	17	3	0	5.85
4. D. B. Duggan	8	0	1	5.63
5. A. D. Dickie	13	1	4	5.53
6. A. G. Jones	10	7	3	5.4

BEST GAME AWARD

Played in the Correspondence
Championship, 1946-47. This game
is an excellent example of a King
side attack by Black, started early
and carried out consistently and
logically to a fine conclusion. Notes
by E. H. Severne.

Game No. 164

ENGLISH OPENING

R. W. Park E. F. Tibbitts
1. P-Q B 4 P-K 4
2. N-K B 3

The order in which White devel-
ops his Knights is of conse-
quence; as the present game clearly
shows, N-QB3 is best.

2. P-K 5

A good move, hindering White's
development and laying the found-
ation for a King side attack.

3. N-Q 4 N-Q B 3
4. N-B 2 N-B 3
5. N-B 3 B-B 4
6. P-Q N 3 Castles

Black is in a strong position,
ready to carry on a strong attack
on his opponent's King.

7. P-N 3 P-Q 4

8. B-K N 2?

White should answer with P x
P, then might follow 8, QN-
N5; 9 N x N, B x N; 10 KB-N2,
R-K1; 11 O-O, B-KB4 with an
even game.

8. N-K N 5

9. Castles

In view of Black's fine attacking
position this is dangerous, but
there is not much to be done in
any case. Possibly 9 P-K3 and 10
Q-K2 might have been tried.

9. Q-B 3

10. P-K 3 Q N-K 4
11. N-K 1 N x K R P!
Quite good. If 12 K x N; mate
in three or loss of the Queen fol-
lows. Black's next few moves are
excellently timed.
12. N x Q P Q-R 3
13. N-B 4 N x R
14. K x N B-K N 5
15. P-B 3 P x P
16. N x P P-K N 4
17. P-Q 4 P x N
18. P x N Q R-Q 1
19. Q-K 1 P x K P
20. P-N 4 B x N

Threatening R-Q8.

21. B x B Q-R 6 ch

22. Resigns.

An excellent game.

REFUTATION

This game was placed second in
the Best Game Award, N.Z.C.C.A.,
1946-47. It is remarkable for the
fact that the first 12 moves (ex-
cept White's 11th) on both sides
are as Tartakover v. Przepioka,
1925, given in M.C.O. as equal, yet
Black resigns six moves later
without making any apparent blun-
der. The variation does not appear
to be played much and possibly
should receive more expert analy-
sis. Notes by E. H. Severne.

Game No. 165

FRENCH DEFENCE

D. I. Lynch A. L. Fletcher
1. P-K 4 P-K 3
2. P-Q 4 P-Q 4
3. N-Q B 3 B-N 5
4. B-Q 3

Quite playable. The more usual
continuation is 4 P-K5, P-QB4;

5 P-QR3, B x N ch; 6 P x B, N-
K2.

4. P x P
5. B x P P-Q B 4
6. P-Q R 3 B x N ch
7. P x B N-K B 3
8. B-Q 3 Castles
9. N-B 3 Q N-Q 2
10. Castles P-Q N 3
11. R-K 1 B-N 2
12. N-K 5 R-B 1
13. B-K N 5 Q-K 1?

Allowing the pin B-QN5. Com-
paratively better seems 13,
Q-QB2; for now B-QN5 has no
point and White must try another
form of attack. White still has a
much preferable game, however,
and Black would be hard put to,
for instance, to find a defence to 14
N x N, N x N (if, Q x N; 15
B x N with an overwhelming ad-
vantage); 15 Q-R5, P-N3; 16
Q-R6, followed by 17 R-K3 and
R-R3.

14. B-N 5 P-Q R 3
15. B x N (B6) R P x B
16. N x N Q x N
17. Q-N 4 P-N 3
18. R-K 5

This clinches the attack, threat-
ening amongst other continuations,
19 R-R5 and 20 R x P with mate
to follow.

18. Resigns.

A finely played attack by White
in a variation that seems to fav-
our the White pieces in any case.

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We have received Bulletin No. 4, which is edited by Mr. P. Eades, of Rangataua. It contains 21 cycle-styled pages and is well up to the good standard already set; 20 fine games from correspondence play and other interesting features. Price 2/- from the secretary, P.O. Box 287, Wanganui.

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